

THE HIVE™

Action/Arcade Game Exclusively for Windows® 95.



TRIMARK®
INTERACTIVE

THE HIVE

Several millennia ago, the Ancients created a mutant strain of genetically engineered Hivasects to produce a deadly bio-toxin. In an accident of cosmic proportions, the toxin turned out to be so lethal that it erased the Ancients from existence. Since the recent discovery of the now extinct Ancients civilization, the entire solar system has been under quarantine by the Federation, for fear that the toxin would spread. The Black Nexus Mob, masquerading as the Noir Dyne Corporation and controlled by Chairman Helms, revived these Hivasects from an archived DNA sample of a Hivasect Queen. Noir Dyne created an operational Hive with the capability to produce enough bio-toxin to threaten the Galaxy.

You are Max: a Federation Agent ordered by Federation Commodore Adrian to infiltrate the Noir Dyne ranks disguised as a cargo runner. Just outside of the Ice Planet, you joined with the Noir Dyne vessel, STX Darkstar, in order to retrieve a bio-toxin sample and return it to the Federation for further study. Unfortunately, your cover was blown and the shipment you received was a bomb. Some days as a Federation Agent are better than others. Luckily, your Federation liaison, Agent Ginger Malloy, warned you of the bomb. You abort the mission, but now the chase is on. With the help of Ginger's brief data bursts, you must now battle your way through enemy fighters, ground troops, robot weapons, and deadly alien Hivasects. Destroy the Hive and save the Galaxy. Good thing you are trained for this.

Startup Instructions

Start your computer using Windows® 95. The Hive will not work with any previous version of Windows. Once Windows® 95 has finished booting, insert the first Hive CD into your CD-ROM drive. Give AutoRun about a minute to finish loading The Hive onto your computer, then follow the instructions on the screen.

If The Hive does not begin playing after a minute, left mouse-click the "Start" icon in the lower left-hand corner of the screen. Then, left mouse-click on the "Run" icon. Within the "Open" command option, type the following if D: is your CD-ROM drive:

d:\THE_HIVE

If your CD-ROM drive is another letter other than D: substitute that drive letter instead (for example: e:\THE_HIVE).

AutoRun should play The Hive automatically, and you should not have to resort to this option. The Hive is designed for ultimate Player convenience and reliability. Therefore, making the game run should not be any more difficult than following the instructions on the screen and inserting the correct CD when appropriate. If you are still having troubles, please refer to the Technical Support section in this manual.

Gameplay

Developed exclusively for Windows® 95, The Hive takes players through endless levels of heart-pounding gameplay and gut-wrenching excitement. The Hive is a stunningly realistic action-arcade shooter, and unlike other games, incorporates action sequences with never before seen Panoractive™ sequences which offers 360-degree range of freedom for real-time gameplay in a true-to-life, 3D environment.

Guide Max, your alter ego, and his ship on courses over perilous defenses and jagged mountain ranges, while you must shoot anything that stops Max from rescuing Ginger and destroying the Hive. Don't think mowing down bad guys will be so easy! At any time, the craft could turn to the left or to the right based on where you aim. If you know what you're doing, this will be a piece of cake. But if you take the wrong turn, Max will find out what it's like to be vivisected.

Unique to The Hive are the Panoractive™ scenes. Behind a gun turret, or just blasting away bad guys with a high-powered laser gun, you are able to turn a full 360 degrees while fighting. If you spend too long marveling at the skyline, you're liable to get hit from behind, so keep moving and watch your back.

Scene 1: Rendezvous with the STX Darkstar

Max breaks hyperspace and decelerates towards the STX Darkstar. Somewhere inside the gunmetal Destroyer, Chairman Helms smiles at your fate. A controller patches into your receiver, and notifies you of proper docking procedures. The ship holding the bio-toxin samples is gigantic, and impossibly old. The ancient craft opens its bay doors and releases the toxin sample into space. It's time for Max to do what he came here for.

Scene 2: The Cargo Drop

"Your cargo is a bomb!" Max is forced to drop what he thought was a bio-toxin sample. You can thank Ginger Malloy and the Federation for what's left of your cargo ship. The Noir Dyne Security Force moves in to finish you off. As your craft, the "Marilyn", moves into a tight barrel roll and breaks the Viper's ranks, you'll have to take out as many fighters as possible. Surviving the Viper swarm, Max takes a chance and bears straight for the STX Darkstar. Do as much damage as you can to the STX Darkstar, and don't pay too much attention to the Marilyn's hull integrity. Your going to lose your

space craft in this fight; the question is whether the escape pod ejects you in time.

Scene 3: Atmosphere Re-Entry

As Max approaches the Ice Planet, the computer signals damage to the trajectory gyros. The atmosphere begins to burn around the escape pod windows, and Max switches the re-entry controls to manual. The only bad guys you have to fight here are your nerves. By keeping the directional cross-hairs inside the glide path, you'll make sure Noir Dyne doesn't serve Max up extra crispy. Max isn't just saving his own life; now he's got to rescue Ginger, too.

Scene 4: Ice Planet Touchdown

Max rips through the lower atmosphere, and the hull of the pod rattles as the glowing metal warps in the sub-zero temperature of the Ice Planet. Watch out for those mountains! You'll need to stay on top of your second joystick button to thrust the pod over the peaks of this mountain range. If that isn't bad enough, every Quad fighter on the planet is out to get you. Max plans on showing those Noir Dyne toads the reason why he's a

Federation agent, so don't disappoint him. Just don't forget which button is which.

Scene 5: Ice Caverns

The wind coming through the northern mountain pass tears through Max's flight suit, but getting blasted by a Quad fighter is no way to keep warm. Noir Dyne will come from all directions. Keep in mind that when a wave of Quad fighters goes out, the next wave usually comes in the same way. Once he's secured his escape, Max breaks for the Cavern Base, hoping to find some way off this rock.

Scene 6: Hangar Bay

Max runs right through a central atmosphere hatch, before he realizes that he's wandered onto the Quad fighter Hangar Bay. The Noir Dyne soldiers try to outflank Max in order to overwhelm him with their numbers, so make sure to take out as many soldiers as possible in order to break up their formations. Max takes a couple of hard hits but keeps on going. There will be plenty of time for him to lick his wounds when he's inside a Quad fighter, but he can't pay attention to his health just yet.

Those Noir Dyne soldiers travel in packs, so get to know the direction they run. If Max takes a lethal shot in the back, you'll have to be more diligent the next time around. When Max gets the Quad fighter, he's almost free, but those big guns aren't for decoration.

Scene 7: Ginger's Message

An entire Hangar bay is devastated, a planet is left defenseless, and a single unaccounted Quad fighter speeds towards Noir Dyne's Ocean Platform; it's not so surprising that Ginger is able to track you down. Max puts his feet back and takes the whole message in. It looks like he has a long way to go before this one is over. Ginger reminds you to "make tracks" after setting off the Doomsday device, because it has enough explosive power to destroy an entire planet. For the Ancients, fumigation was a drastic option.

Scene 8: Ocean Platform Defenses

The Ocean Platform looms in the distance, and the Noir Dyne defenses are in force. The outer

ring of Comm Towers are well fortified, so you'll have to blast those buildings a couple of times before they finally pop. Max will have to learn when and where the Quad fighter changes course, because flying past the Platform's gun turrets is bad for the Quad fighter's hull integrity. No one said acquiring the Doomsday device would be easy.

Scene 9: Platform Elevator

With the Comm towers taken out, Max makes a gentle landing onto the Platform's fighter deck. Max bursts out of the Quad fighter and begins his all out assault on Noir Dyne's most heavily defended base on the planet. Max must take out as many bad guys as he can, and watch out for the tanks and Quad fighters covering the Noir Dyne soldiers. Once Max jumps from the top platform, he heads straight to the elevator. At this point, use the joystick to click on an elevator level. The problem is, which one?

Scene 10: Sublevel Rail Transport

Leaving hundreds of Noir Dyne corpses smoldering

on the Ocean Platform above, Max descends into the company's Underground Rapid Terminal Transit System. The Noir Dyne soldiers are caught off guard, so Max will have to take out as many as he can early in the level. Once Max straps himself into the gunner's chair, keep a look out for hover strikes.

Scene 11: Pyramid Maze

As Max opens the seal into an alien room, the pre-fabricated company architecture disappears and is replaced with carved stone that is thousands of years old. The gunshots from the transit tube fade into silence. The Old Ones were very particular about who (or rather "what") should be allowed to disturb their sanctuary, so pay close attention. If you take a wrong turn through the Pyramid chambers, Max will end up as neatly processed bug food.

Scene 12: Pyramid Battle

Max wonders at the vaulted ceilings of the Ancient's altar, before the quiet is broken by the high-pitched whine of hover trikes. Max draws his

blaster, and gets ready to make short work of his attackers. For centuries, the warrior drones of the Hive have slept in wait of trespassers, and the ensuing skirmish awakens this predator for a final fight. Survive and gain access to the Doomsday device. Fail and the queen will grow fat on Max's carcass.

Scene 13: Pyramid Gun Turret

Bursting out of the collapsing Apex, Max ditches his vehicle; a hover trike is no match for a Noir Dyne assault force. As soon as Max takes control of the gun turret, he'll have to battle swarms of incoming fighters as they fly between the Pyramids of the Ancients. Noir Dyne soldiers pilot both Hover fighters and the attack craft of the Ancients. Blow up all the fighters you can, but watch out for the buildings! After all, you're battling in a galactic archeological preserve.

Scene 14: Reactor Attack

Max makes a quick flyby of the Power Station in order to form a plan. The massive generator stands like a bridge to the stars, silently turning the heat of dormant magma into energy that

runs the Company's production facilities across the planet. Max doesn't have to destroy the Power Station; he just has to get inside, but Noir Dyne has a very strict policy about trespassing. Take out the Station's perimeter defenses so that the Hover fighter can be set down for a landing. Stay awake, and watch out for air cover.

Scene 15: Power Station Catwalks

After a hard burn over the tarmac, Max sets the Hover fighter down and jumps out of the cockpit. Noir Dyne isn't about to let a stranger into the interior of the Power Station. Watch Max's health, and be careful of soldiers sneaking up from behind. Once Max loads the Doomsday device into the Feeder, he has enough time to get out, find Ginger, and head home.

Scene 16: Battle with the STX November

The Hover fighter breaks out of orbit, and Max sets his sights for the Moon Base. Chairman Helms considers the Hive toxin proprietary technology, and doesn't intend on giving Max clearance. Max has

done well against the Corporation so far, but now the Battleship November bears down. Max will have to stop the three fighters attempting to re-enter the planet and turn off the Doomsday device, or all his work will have been in vain. The November keeps launching fighters, so the only way Max can escape safely is by destroying the fusion ports on both sides of the ship.

Scene 17: Moon Base

The Moon Base is a collection of mechanized production vehicles and armed sentries. Rescuing Ginger and destroying the Hive is a good day's work, but if the shipment of Hive toxin gets off the moon, Noir Dyne can replicate the substance from now until the Apocalypse. Destroy the crates stored at the shipping depot and eliminate the cargo going out by Maglev train.

Scene 18: Refinery

Max swoops over the gun turrets that line the refinery lake. Take out as many of the Noir Dyne force as possible. The Stingers break over the mountain's edge and do minor damage to the Hover fighter's hull integrity, but the gun turrets can rip Max out of the sky. Deep inside the bowels of the refinery lies the

Hive. There's not much time left before the Doomsday device activates and blasts the Refinery into broken shards.

Scene 19: Generator Intake Tubes

As the pipes and cross-beams come to an end, Max opens up the throttle on his Hover fighter. The Ancients' fighters act as the immune system of the intake tubes. As Max dives deeper into the winding passages, the fighters recognize him as the disease. Once Max clears the fighters, the refinery batteries must be destroyed before the generator curtain smashes Max's Hover fighter into a thousand pieces.

Scene 20: Queen's Chamber

The door to the Hive breathes open. Max is greeted by the Hivasect warriors, while Ginger spins in a gyroscopic cage, screaming for help. When the warriors lie broken on the Hive floor, the Queen unfolds from her resting place, ready to eat. There's little time before the entire moon is consumed by the Doomsday device. The Queen will wave one last good-bye to Ginger before the end.

Technical Support

Before contacting technical support, please be sure that your system meets these minimum system requirements:

Computer: IBM® and 100% compatible

CPU: 486/66mhz

Operating System: Windows® 95

Memory: 8MB RAM

Graphics: PCI or VL-bus SVGA video cards

Audio: MPC Level 2 compatible 16-bit sound cards

CD-ROM: Double Speed (300 KB/Sec)

Joystick: Thrustmaster, CH Flightstick, or any analog joystick

If your system does not meet these minimum requirements, The Hive may not be able to run correctly on your machine.

If you are having any problems with your version of The Hive, please contact Trimark Interactive's technical support line at: (310)392-3243.

Credits

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Special Thanks

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Jeff Padden**

**Gary Yost, Yost Group
The Microsoft Corporation
Autodesk, Inc.**

Mousegraphics

**Rainbow America would like to thank pizza delivery
persons everywhere.**

**Thanks to all the wives and girlfriends that didn't
leave us during the production of this game: Anna,
Lori, Rebecca, Lance, Michelle D., Michelle W., and Rosy P.**

